

scissoring of a polygon in a three-dimensional stage with a reduced processing load, to prevent display failure of a polygon on a screen end or at a short distance from the viewpoint.

Page 7, lines 4-5, delete current paragraph and insert therefor:

A 2
FIGS. 18A to 18C show various examples of systems to which one embodiment of the present invention is applied.

Page 28, line 15 to Page 29, line 3, delete current paragraph and insert therefor:

A 3
FIG. 18C shows an example of this embodiment applied to a system including a host machine 1300 and terminals 1304-1 to 1304-n connected to the host machine 1300 through a network 1302 (e.g., a small-scale network such as a LAN, or a wide ranging network such as the Internet). In this case, the stored information is stored in an information storage medium 1306 such as a magnetic disk, magnetic tape, or memory that can be controlled by the host machine 1300. If each of the terminals 1304-1 to 1304-n can generate game images and sounds in a stand-alone manner, means such as game program for generating game images and sounds is transferred to the terminals 1304-1 to 1304-n from the host machine 1300. On the other hand, if game images and sounds cannot be generated in a stand-alone manner, the host machine 1300 creates the game images and sounds and transfers them to the terminals 1304-1 to 1304-n for output by those terminals.

Page 36, lines 3-19, delete current paragraph and insert therefor:

A 4
An image generating system and a program enabling scissoring of a polygon in a three-dimensional stage to prevent display failure of a polygon on a screen end or at a short distance from the viewpoint with a reduced computation load. The system performs scissoring processing for a polygon in a three-dimensional stage and generates an image of an object including a new vertex generated by the scissoring. A polygon which is at a short